

Corvo (TTRPG)

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Witcher TTRPG Homebrew Collection

"The little brother of Beauclair. Not as spectacular, but equally (if not more) charming" - the city of Corvo, according to many of the tourists that visit it.

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Corvo at a Glance

Region Details	
Status	Second-largest city in Toussaint.
Borders	Located near the border with the Tir Tochair Mountains, close to where the Eternel River originates.
Districts	Divided into three districts, with only one being walled
Law Enforcement	Protected by Knights-Errant and the Toussaint Guard
Monarchs	Ruled by the de Valois family, holding the title of counts. Historically ruled by Count Lucien Edouard Armel de Valois, and subsequently his son, Alexandre Nokta Laurent de Valois.

The Layout & Architecture

Geography & The Castle

Corvo is situated to the southeast of the duchy, approximately a two-day horseback ride from Beauclair. It sits in the eastern reaches of Tir Tochair, which lacks the lushness of the Sansretour Valley but benefits from the proximity of the modest River Eternel. The skyline is dominated by De Valois Castle, an imposing stronghold near Old Corvo built upon elven ruins.

Vibrant Districts

Though not as large as the capital, Corvo features a highly diverse array of neighborhoods shaped by its diverse population and long history:

- **Old Corvo:** The historical heart of the city. It features narrow cobblestone streets and well-preserved buildings dating from the 9th to the 11th century.

- **New Corvo:** A bustling center of trade and commerce. It is known for its marketplaces, workshops, taverns, and inns.
- **Saints District:** Initially named after the scholar Vysogota, this area is distinguished by academic institutions, libraries, and cultural landmarks. Due to its proximity to the castle, it is predominantly inhabited by the aristocracy and features grand mansions.
- **The Painted District:** A vibrant neighborhood in New Corvo where artists and muralists showcase their talents on building walls. This was initiated to address vandalism issues.
- **Non-Human Quarters:** The city features specific residential areas including the Dwarf Quarter near the Zammorto Bank, the Gnomish Quarter in the south of Old Corvo, and the Halflings Quarter on the outskirts near the farms.

Economy, Law & Society

A Trade-Driven Atmosphere

Unlike the rest of Toussaint, Corvo's economy is not primarily reliant on the wine industry. The lands are not fertile enough for diverse vine cultivation, though Corvo Rosso is produced here. Instead, the city thrives on trade. It functions as a massive transit hub for non-human merchants traveling from Tir Tochair to sell extracted minerals. Recently, an agrarian boom has occurred due to the introduction of the tobacco plant from the Apumayu Basin, which has flourished in Corvo's soil.

History & Origins

Corvo, originally known as Cerbin, began as an elven commercial and defensive outpost. It was used for trading with gnomes and countering dwarven skirmishes. During the human invasion led by Ludovic, the elves were massacred, and humans claimed the strategic location as a base of operations. Over the centuries, it transformed into a thriving city, aided by nearby natural mines. In 1275, following the Night of the Long Fangs, Corvo was inundated with refugees fleeing vampire attacks.

Notable Citizens & Factions

Corvo hosts a mix of aristocracy, magical scholars, and eccentric merchants:

- **The Aristocracy:** The de Valois Family rules the city. Notable figures include the late Count Lucien and his son, Count Alexandre Nokta Laurent de Valois, who struggled with scandals. Madame Laëtitia d'Aubry is also a prominent socialite hosting lavish events.
- **Mages & Academics:** Lysandra Cutterin serves as the Dean of the Corvo Magical Academy. Lisabette Desrosiers, a sorceress from Kovir, acts as the advisor to the ruling count. Kushal Khara, a Melukkan mage turned tavern keeper, owns The Laughing Sphinx Inn.
- **Artisans & Bards:** Théo Bourcier and Xirdneh II of Zangvebar are prominent bards. Marie-Pierre Bardin is a highly sought-after fashion designer. Rumpelstelt is a famous gnome blacksmith.

Regional Bestiary & Plot Hooks

While Corvo lacks the vampire-infested high society of Beauclair, its position as a trade hub near the Tir Tochair mountains brings its own unique dangers.

Campaign Hooks

- **The Metinna Fugitive:** Rumpelstelt, a highly skilled gnome blacksmith, is hiding in Corvo out of fear of persecution for the death of Queen Zivelina of Metinna. The party is hired by Metinnan bounty hunters to locate him, only to discover he is one of the few living beings capable of crafting legendary gwyhyr swords.
- **The Sphinx's Riddle:** Kushal Khara boasts of defeating a sphinx deep in the Tir Tochair mountains to save a group of gnomes. Most believe this is a lie to attract tavern patrons. However, when a real sphinx appears upon the trade routes demanding answers to impossible riddles, the party must find out if Khara's story holds the secret to defeating it.
- **The Witcher's Scandal:** Count Alexandre Nokta Laurent de Valois lost immense respect after a scandalous defeat against a witcher in 1285. Desperate to regain his honor, he hires the party to orchestrate a rigged public monster hunt, but a much deadlier beast crashes the event.

Notable Locations

- **De Valois Castle:** The political and administrative center of the city, built upon ancient elven ruins.
- **Zammorto Bank Corvan Branch:** The first branch of this bank outside of Redania, crucial for managing the heavy influx of trade and currency exchanges.
- **Corvo Magical Academy:** A state-subsidized minor magic academy intended for mages who cannot meet the rigorous standards of Aretuza or Ban Ard.
- **The Laughing Sphinx Inn:** An eccentric tavern in New Corvo run by Kushal Khara. It is famous for illusionary magic performances, exotic Zerrikanian beverages, and a legendary unsolved riddle that promises free drinks for life.
- **Le Fruto Inconnu:** The city's premier high-end brothel located in Old Corvo, known for its opulent decor and discreet services.
- **Vysogota's House:** A popular tavern in the Saints District situated in the former home of the renowned exiled scholar Vysogota. It operates as a hub for intellectual engagement, poetry nights, and philosophical discussions.
- **Temple of Epona:** A uniquely devoted temple on the outskirts of the city dedicated solely to Epona, the goddess of horses.
- **More than 1000 remedies For You and Your Family:** An herbalist and alchemy store run by Hawa aep Heithal, offering reasonably priced alchemical materials and remedies.

Items Native to the Region

Because of its unique economy and geography, Corvo offers different goods than the rest of the duchy.

Weapons

Gnomish Gwyhyr (Steel Weapon)

While incredibly rare, the gnome blacksmith Rumblestelt resides in Corvo and remains one of the few artisans possessing the expertise to manufacture these legendary blades, though he actively avoids human clientele.

(See Core Rulebook for stats)

Goods

Apumayu Tobacco (Trade Good)

- **Avail.:** Poor
- **Weight:** 0.1 kg
- **Base Cost:** 4 Crowns
- **Overview:** This highly recognized tobacco plant strain was originally introduced to the region from the distant Apumayu Basin in the Far South.
- **Local Economy:** It uniquely flourishes within Corvo's agrarian sectors, serving as a massive boost to non-winemaking trade infrastructure.
- **Prestige:** While the tobacco industry is booming and gaining rapid traction across the empire, it mechanically functions using the standard continental tobacco statistics baseline.

Corvo Rosso Wine (Consumable)

- **Avail.:** Poor
- **Weight:** 1.0 kg
- **Base Cost:** 8 crowns
- **Overview:** Fine wine production is considered a complex and distinct luxury art across the Continent.
- **Exclusivity:** Because the localized ground in eastern Toussaint is notoriously poor for widespread vine cultivation, Corvo Rosso is prized as the only variety capable of growing in the city's terrain.
- **Application:** It utilizes the structural weight and cost baseline of standard continental wine but yields significant regional prestige for local roleplaying flavor.

Activities

Activity: The Tavern Riddles

The Laughing Sphinx Inn serves as a hub for both gambling and intellectual wagers.

- **The Loop:** Deduction, Gambling, and Social Interaction.

- **The Activity:** Players can visit The Laughing Sphinx Inn and engage with patrons and workers in complicated riddles and games. Answering standard riddles correctly earns the party free food or drinks.
 - **The Hook:** The owner, Kushal Khara, has an ultimate, unsolved riddle. If a player can solve it, Khara promises free drinks for life—but the riddle may be a cipher leading to the treasure of the sphinx he supposedly defeated in the Tir Tochair mountains.
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